



**OPEN SEASON™**

**PLAY IT ON YOUR MOBILE!**  
TEXT OPEN TO 82174 TO GET THE GAME TODAY!

STANDARD TEXT MESSAGE, AIRTIME AND GAME CHARGES MAY APPLY.

**gameloft**  
WWW.GAMELOFT.COM

**cingular**  
raising the bar

**verizon** wireless

**Sprint**  
Together with NEXTEL

**T-Mobile**

© 2006 Gameloft. All rights reserved. Gameloft and the Gameloft logo are trademarks of Gameloft in the US and/or other countries. All other trademarks are the property of their respective owners.  
Printed in U.S.A.

**cingular**  
raising the bar

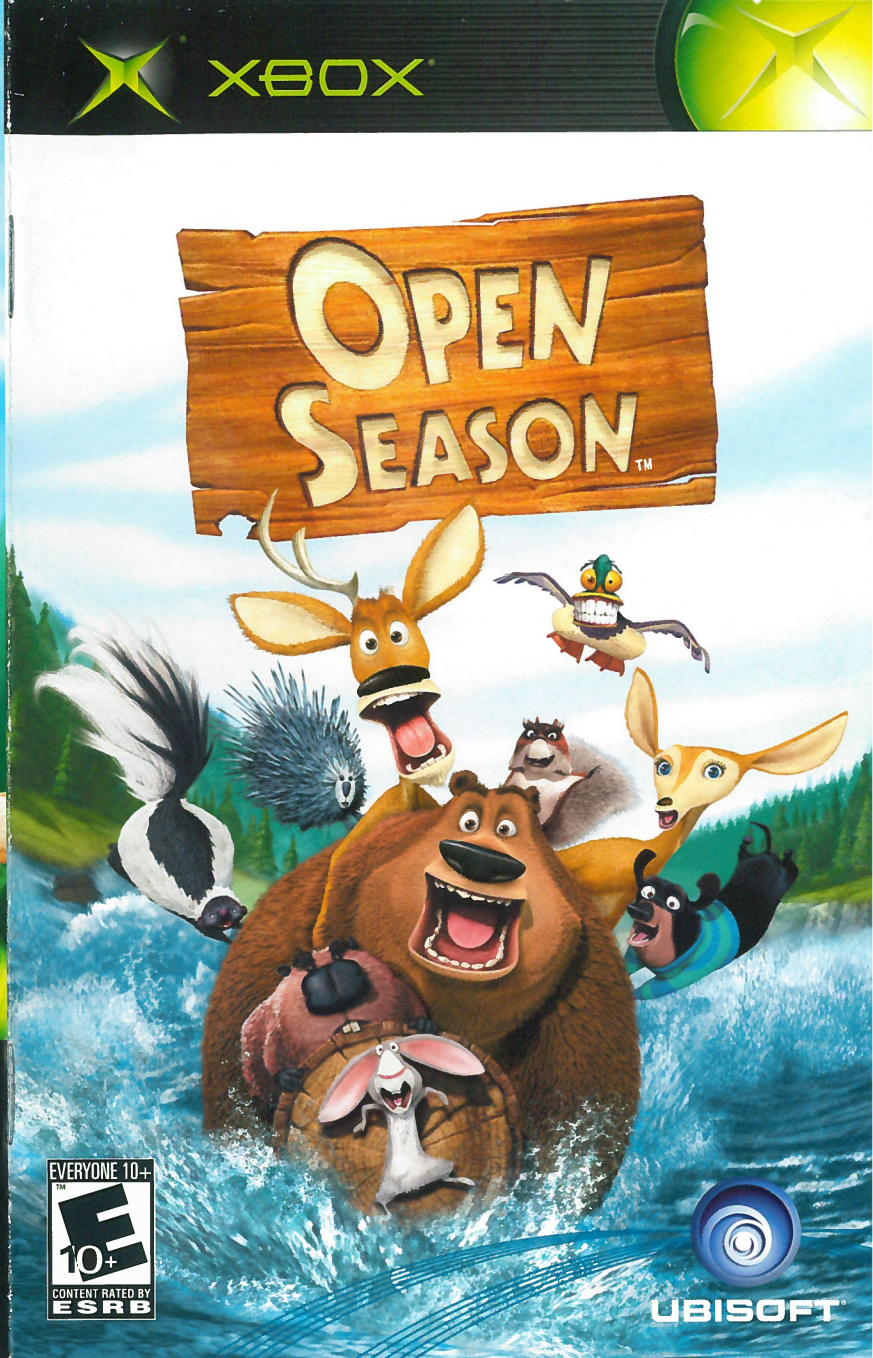
**verizon** wireless

**Sprint**  
Together with NEXTEL

**T-Mobile**

**UBISOFT**

Ubisoft, Inc.  
625 Third Street  
San Francisco, CA 94107  
513131-MNL



**OPEN SEASON™**

**EVERYONE 10+**  
**E**  
10+  
CONTENT RATED BY ESRB

**UBISOFT**

**XBOX**

**EVERYONE 10+**  
**E**  
10+  
CONTENT RATED BY ESRB

**UBISOFT**



## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

## TABLE OF CONTENTS

Xbox Live® Aware	2
Game Controls	2
Introduction	3
Play the Game	4
The Characters	7
Hunters	11
Deep in the Forest	12
Boog's Wild Skills	13
Boog and His Animal Buddies	15
Wild Challenges	16
Warranty	20
Technical Support	inside back cover

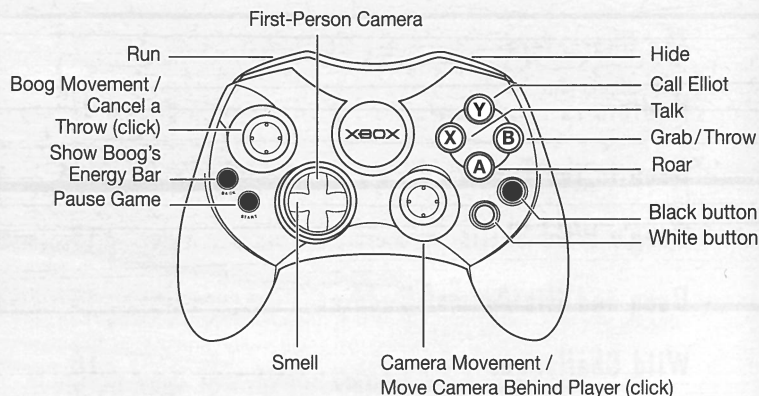


## XBOX LIVE® AWARE

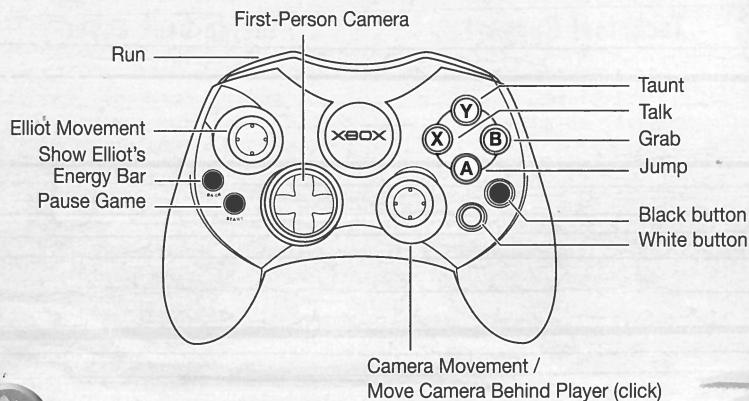
This game supports Xbox Live Aware. If you are an Xbox Live subscriber, Xbox Live Aware lets you view your friends list and see information about their status. You can also receive invitations to play other Xbox Live games online. To find out how to purchase a subscription to Xbox Live, go to [www.xbox.com](http://www.xbox.com).

## GAME CONTROLS

### Boog



### Elliot



## INTRODUCTION

Boog, a friendly 900-pound grizzly bear, lives with Park Ranger Beth in the town of Timberline. The domesticated bear spends his days performing in Beth's wilderness show, riding in her truck, and sleeping comfortably in her garage. Boog lives the good life — until a pesky, but fun-loving, one-horned mule deer named Elliot comes into his life and changes it forever.

Elliot gets Boog into some trouble, which forces Beth to send them both to the forest for good. Boog's lost in the wilderness and to make matters worse, he and Elliot suddenly realize that hunting season is now open!

All Boog wants to do is get back to his comfy garage in Timberline, and to do so, he must now learn to make friends with the other animals and get their help to scare away that crazy Shaw and the other hunters. Help Boog become a wild grizzly bear so he and Elliot can defeat Shaw and return the forest to nature's control!



# PLAY THE GAME

## Start Menu

Press the **O** button to begin.



## Create Profile

When the game starts, the New Adventure screen is displayed. Create your profile.



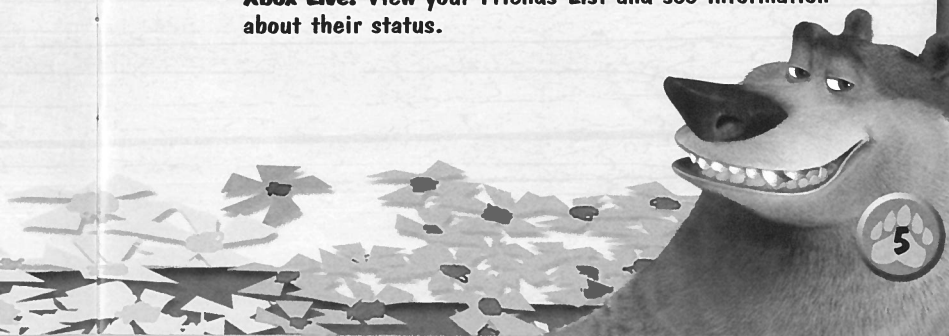
To create your profile name, use the **L** to navigate and the **A** button to select letters. When you're done, press the **O** button to confirm.

## Main Menu

Use the **L** or the **R** to navigate this menu. Press the **A** button and select Start Adventure to start playing.



- **Start Adventure:** Start a new adventure or continue your current adventure.
- **Replay Scenes:** Replay a scene you've unlocked.
- **Wild Challenges:** Play all seven wild Open Season™ mini-games. Five are unlockable through Boog's adventures.
- **Beth's Scrapbook:** Collect Ranger Badges and add them to Beth's Scrapbook.
- **Wild Academy:** Boog can learn new Wild Skills. The more Wild Style Points he earns throughout his adventure, the more he learns!
- **Options:** Adjust various settings. The settings you choose are saved to the current game.
- **Credits:** View the list of people who helped create this game.
- **Quit Game.**
- **Xbox Live:** View your Friends List and see information about their status.



## Pause Menu



- **Mission Log:** Check your current mission description and progress.
- **Scene Status:** Check the number of Ranger Badges and Wild Style Points earned so far in the scene.
- **Boog/Elliot Controls:** Quick reminder of the controls for the current playable character.
- **Options:** Adjust various settings. The settings you choose are saved to the current profile.
- **Quit Game.**
- **Xbox Live:** View your Friends List and see information about their status.

## THE CHARACTERS



### Boog

Boog is the reluctant hero of *Open Season*™. This 900-pound bear wants nothing more than to continue living in the tranquil town of Timberline with his friend Ranger Beth, who rescued him as a cub. Boog is really comfortable living around humans and is the main attraction of the local nature show. He has absolutely no wildlife skills and would be at a complete loss if he ever had to "rough it" in the woods.



### Elliot

Elliot is a pesky, fast-talking mule deer who arrives in Timberline missing an antler and strapped to the hood of a truck — thanks to the fanatical hunter Shaw. As the runt of the forest, Elliot comes across as a pest, but all he really wants is to be accepted. After he persuades Boog to untie him, their lives are changed forever.





## Beth

Beth is a kind, good-natured park ranger who loves animals. She's the one who found Boog as a small cub and raised him.



## Gordy

Gordy is the town sheriff and Beth's friend. He likes Boog, but feels that animals belong in the wild, not in Beth's garage.



## Shaw

Shaw is a mean and pitiless hunter who thinks hunting should be allowed anytime and anywhere. He is the scariest hunter in the forest and perhaps more than a little crazy.



## McSquizzy

A Scottish Highland rebel, he's the leader of the Furry Tail Clan and the Guardian of the Pine. While all the squirrels are fiercely protective of their trees, nobody messes with McSquizzy.



## Rosie and Maria

Don't tangle with these two ladies. If you dare to be around them, watch out, because they've got hot tempers and a sassy comeback every time. Cross their path and you'll get a stinky surprise!



## Giselle

A beautiful mule deer who renders Elliot speechless, Giselle is the shining star of the forest's herd. Quick-witted and strong-willed, she puts up with Ian but secretly has a soft spot for runty Elliot and will try and help him — if nobody is watching!



## Ian

Ian is a big, strong, and good-looking leader of the deer herd. He's proud of the lame jokes he makes. As the herd's alpha male, he picks on Elliot every chance he gets.





## Serge

Serge is the leader of the traumatized duck squadron. These ducks just can't take being shot at anymore and refuse to fly. It's rumored they talk with a secret code.



## Reilly

The construction foreman of the forest, Reilly the beaver is an extreme perfectionist who takes great pride in the building of his dam. He is a thorough worker who gets the job done come heck or high water — and has plenty to say when Boog messes up his work.



## Miss Feathers

The Wild Skills teacher has been educating the creatures of the forest for generations. Boog is the oldest student she has ever had, but Elliot was the most trouble.



## Buddy

It's difficult to get close to someone with so many quills, which is sad because this loner is in constant search of a hug. He doesn't understand that he's downright painful to be around.



10

# HUNTERS

## OPEN SEASON HUNTERS



### TRAPPER

Easy -  
Throw into traps.



### LOGGER

Easy - Flees to shack  
and shoots from it.



### SKINNY

Medium -  
Neither slow nor fast.



### BOAT

Medium -  
Scared only by  
animal in boat.



### HEAVY

Easy - Shoots  
and runs slow.



### STINKY

Medium -  
Cannot be skunked.



### DUCK

Medium -  
Found in marshes.



### WEEKEND WARRIOR

Tough - Shoots fast.  
Resists animals latched  
onto his head.



### SHAWI

Boss -  
Nastiest hunter and  
a total head case.



### BEAR

Tough -  
Roars don't  
work on him!  
Shoots fast!

It's Open Season, so Boog and Elliot are bound to encounter hunters. The hunters would like nothing more than to catch the biggest prize of them all — a bear!

Use Boog's Wild Skills to scare away the hunters.

- The first attack will stun the hunter.
- The second attack will scare away the hunter for good.



A question mark over a hunter's head means he is searching for Boog. Hide from the hunter before he spots you.



An exclamation point appears over a hunter's head when he sees Boog. Use your Wild Skills to take on the hunter, or run away and hide from him.



11

## DEEP IN THE FOREST



### Butterflies

Follow the butterflies. They identify objects you can interact with and places you should visit.

### Traps and campfires

Animal traps and campfires can be used against hunters. But be careful, because they can hurt Boog as well!



### Berry Bushes

Smell your way around the forest and you will find berry bushes. Eating berries will restore some of your health.

## Ranger Badges



Find and collect Ranger Badges throughout the game. Each Ranger Badge collected will be added to Beth's Scrapbook. After you finish a scene, you can go to the Main Menu and open the Scrapbook to look at your new Ranger Badge and discover something new about the forest! Complete a collection of Ranger Badges and unlock cool rewards!



### Wild Style Points

These are points collected by doing wild activities in the forest such as scaring hunters, finding hidden Ranger Badges, and helping animals.

## BOOG'S WILD SKILLS

### Aimed Throw

- When Boog is holding Elliot or a Skunk, press and hold the **Ⓢ** button until you see the aiming arrows.
- Move the **Ⓐ** to aim.
- Release the **Ⓢ** button to throw.
- To cancel any Aimed Throw, click the **Ⓐ**.

### Quick Throw

- When Boog is holding any animal, Press the **Ⓢ** button to quickly throw the animal.

### Smell

- Boog can smell hidden objects.
- Press and hold the **Ⓢ** **⬅** to use the smell skill and find new objects.
- Hidden objects are identified with a colored mist.



12



13



## Hide and Sneak

- Approach a hunter from behind without being seen and you will automatically start to Hide and Sneak.
- Pull and hold the **R** to hide. The timer icon turns red when your hiding time is up and you've been spotted.
- When close to the hunter, use one of the Wild Skills to stun or scare him away.



## Roar



- The Proximity icon appears when you are very close to a hunter. You can then press and hold the **A** button to bring up the Roar Meter. Let go before the meter reaches the end.
- A Wild Roar is when you let go of the **A** button while the Roar Meter is in the red section, scaring away the hunter for good.



## Charge

Pull and hold the **L** and run in a straight line to change to a four-legged run.

## BOOG AND HIS ANIMAL BUDDIES

When Boog arrives in the wild, he is not welcomed by the animals of the forest. By performing specific tasks for hostile animals, Boog will earn their friendship. He can then use them to help stun or scare away the hunters.

### Elliot

- Throw Elliot at hostile animals to distract them.
- Once Boog learns the Ultimate Elliot Survival Skill, throw Elliot at a stunned hunter to scare him away for good.

### Rabbits

- Pick up and Quick Throw rabbits near hunters to distract them.
- When Boog is holding a rabbit in his hand, press and hold the **B** button to use the Cross Hare. Aim at the hunter's head and release the **B** button. The rabbit will fly and latch onto the hunter's head and then stun him.

### Skunks

- Use skunks as stink bombs by aiming and throwing them near hunters.

**HINT:** If you aim the skunk in the right spot, the hunter will run into nearby traps and campfires.

- Aim and throw the skunk directly onto the hunter's head to get the First-Person Skunk. Press the **B** button repeatedly to spray and stun any nearby hunters with the skunk's stink.

**HINT:** This is really useful for stunning and scaring away groups of hunters.



## Squirrels

- To get a squirrel out of a tree, throw Elliot at the tree or run and charge into the tree.
- Throw a squirrel near any tree. The squirrel will climb the closest tree and shower any nearby hunter with acorns.
- Try a Hide and Sneak behind a hunter and latch a squirrel onto his head by pressing the **B** button to begin the First-Person Squirrel. Press the **B** button to throw acorns at the surrounding hunters. Hit a hunter twice with acorns and he is scared away for good.

**HINT:** This is really useful for stunning and scaring away groups of hunters.

## WILD CHALLENGES

Choose Wild Challenges from the Main Menu and challenge up to four of your friends in seven hilarious mini-games using System Link play. Five are unlockable during Boog's adventure.

### Rabbits Everywhere!

Press the **B** button to grab a rabbit and throw it into the big burrow. Carrots attract many rabbits. The highest score wins!

### Log Challenge!

Jump from log to log using the **L**. Press the **B** button repeatedly to spin your log to unbalance another player or counter the players' spins. The last one standing wins!

## Flowers for My Deer!

Every deer wants a bouquet of flowers. Press the **B** button to grab flowers of the correct colors. Deliver your complete bouquet to the deer to score points. Press the **X** button to drop whatever you are holding. The first player to reach 10 points wins!

### Shake that Butt!

Watch Buddy carefully to know when to shake your butt and when to stop. Move the **L** quickly and repeatedly left and right to shake off the porcupine. Fill up your Shake bar first to win!

### Duck Chorus!

Watch Serge's quack sequences and then match them. May the best quacker win!

### Rise, Rise to the Top!

Press the **B** button to raise your platform only when it's your turn. First team to the top wins!

### Wild Memory

Run to a burrow and press the **B** button to reveal the hidden object. Find the object's identical match to earn points. The highest score wins!



## Register this game now and stay in the know!

It's simple: Go to [www.ubireg.com](http://www.ubireg.com) and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on [www.ubi.com](http://www.ubi.com)!

Thanks,  
The Ubisoft Team

### Open Season™ Proof-of-Purchase



Open Season: TM & © 2006 Sony Pictures Animation Inc. All rights reserved. Game Software excluding Sony Elements: © 2006 Ubisoft Entertainment. All rights reserved. Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.



SONY  
PICTURES  
CONSUMER  
PRODUCTS



SONY PICTURES  
animation

18

# IT'S OPEN SEASON FOR FUN.

GRAB YOUR FRIENDS AND  
MAKE TRACKS TO BURGER KING®.  
ADVENTURE AND FUN AWAIT!



HAVE IT YOUR WAY®

OPEN  
SEASON

SEE THE MOVIE, TOO!

Rated PG.  
TM and © 2006 Burger King Brands, Inc. All rights reserved.  
TM and © 2006 Sony Pictures Animation, Inc. All rights reserved.

[sony.com/openseason](http://sony.com/openseason)

For a limited time only.



## WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

### LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

### NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

### REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

### PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a Support Representative, your replacement request will not be processed.

#### IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

**Within the 90-Day Warranty Period:** Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no P.O. boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

**After the 90-Day Warranty Period:** Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no P.O. boxes), RMA number, and phone number to the address below.

#### REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

#### WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778

Hours: 9am-9pm (EST), M-F

Address: Ubisoft Support  
3200 Gateway Centre Blvd.  
Suite 100  
Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

## Technical Support

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

### Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

### Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

### Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am-9 pm Eastern Time** (French language support available from 7 am-4 pm EST). While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

### Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

### Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.